

LET THEM EAT LEAD!

Soundtrack available this holiday season on RED Interactive records.



20 ways to annihilate alien freaks. A merciless Mutiny of all-new Weapons!



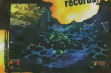
Host the DARK to the Wild West. The Dark Ages. With fabulous flavor!



It's Sudden Death on all levels of 2D single-player and two-player 3D/2D/1D levels!

It outdoes Tomb Raider in so many levels, it's scary. **Comedian Quotes**

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The Big Question

BY ANDREW MCNAMARA

In all my time at Game Informer I have never had a more difficult time choosing a game for the cover of the magazine than I did this month. On one hand, I brought you numerous headlines, but on the other hand, it made the game side of me very happy.

We had narrowed the list down to WCVI/WD Reviews for N64, Rogue Trip for PlayStation, B&B for N64, and Lurch for PlayStation. Now for those of you who aren't total followers of G, we have for every year followed the rule (with a few unavoidable exceptions) that no game goes on the cover that isn't reviewable. We have always led putting a game on the cover with a less-than-informative article in both kick and wedge, but when the companies involved told us that getting reviewable copies of their games would be easy, it all came down to a judgment call for us. In making this kind of decision I can't say a lot of different factors come into play (our secret recipe), so that we can deliver the best possible cover to YOU, the Game Informer reader. If I love saying "No!" As you may have already noticed, Rogue Trip won this round, but don't let that fool you into thinking the other

games aren't any good — they rock. However, taking so many reviewable games to choose from for the cover is a rare occurrence in the video game world, and leaves us to pick the best game we can (which isn't bad most of the time, but sometimes we do pick a real stinker). But all this talk brings me to the most important point of this whole article: In December, Game Informer is going to start a massive push to put our magazine on every newspaper from New York to Los Angeles. While we won't be everywhere in the beginning, we should be a lot more accessible to YOU, the Game Informer reader (sorry, I just had to do it again). Now here is the question of the hour: Should Game Informer continue to put only reviewable games on our cover, or should we start doing massive reviews for our cover readers? Now this is a big step for Game Informer and I didn't want to make any decisions without hearing from YOU, the um...you, you get the point. So please drop me an email at andy@gameinformer.com, or send a stamped mail to: Cover Controversy, 10725 W. 70th Street, Eden Prairie, MN 55344.



How we spent our summer vacation...

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THE UNHOLY WAR



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Andy, The Game Hardware
 andy@gameinformer.com
 Since this is my last column ever for G, I thought I'd say something about my team — the editors. I've been lucky to have a group of guys who are not only good at what they do, but also fun to work with. I'll miss their advice and support, but I'll miss their company even more. I'll miss their advice and support, but I'll miss their company even more. I'll miss their advice and support, but I'll miss their company even more.

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 I'd like to thank you for all the fun we've had at work. I've been lucky to have a group of guys who are not only good at what they do, but also fun to work with. I'll miss their advice and support, but I'll miss their company even more. I'll miss their advice and support, but I'll miss their company even more.

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Nuts & Bolts
 Shadow of Darkness

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action FIP to 4-Player Via Link Cable
- **Special Features:** 11 Characters (Plus 6 More Hidden), 12 Tracks, Mission Modes, Weapon Upgrades, Boosting, 3-Dimensional Player Models, 2-Dimensional Controls, Multi, Dual Shock & Analog Compatible
- **PlayStation Exclusive:** PlayStation 2
- **Created by:** SingleTrac for CD Interactive
- **Available Now for:** PlayStation

Bottom Line: **9**

The game is frenetic



As in TR2, TROTT moves at a lightning

Drop within 955 Stations, the third installment in the Twisted Metal franchise is slowly being forged. Across the globe, PlayStation gamers have praised this vehicular combat series as the best available on any console. And when news hit the streets that another sequel was in the works, Game Informer readers went completely haywire. Letters and e-mail are continually pouring in by the truckload, asking about returning characters, how many multiplayer levels there might be, and exactly what enhancements or tweaks the gameplay could receive. The gaming nation took notice and eagerly anticipated more details, but there was nothing to be heard, and 955 Stations has completely shut out the whines of the desperate and needy. To this day, these gamers are continuing their search for the whereabouts of Twisted Metal 3, but little do they know... the game they truly seek lies just a few miles away.

So call off the dogs. You're not searching for the video game version of Bobby Fisher. You should be in pursuit of a Bobby Fisher clone who is wearing a mask. That's right. You may have been barking up the wrong tree all along. If you want the next Twisted Metal, then you shouldn't necessarily monitor the Twisted Metal series itself, but rather the developer that created all of the pulse-pounding hysteria you crave so dearly. The new release, Rogue Trip 2012, is created by SingleTrac, the developer responsible for Twisted Metal 1 and 2. And yes, your assumption is correct. The new vehicular combat title is more or less the Twisted Metal 3 in disguise.

Coming to this conclusion wasn't necessarily brain surgery. We simply played the game for a minute, laughed hysterically at all of the similarities, and said, "This is just the Twisted Metal 2." Really, SingleTrac didn't hide the



Dick Biggs means mischief is fully

and ready to wreck

On the bonus levels, you're as much

as you can before time expires



200 CRASH AND BURN!



Grab the fuel tank and hit the road

ROGUE TRIP

Version 1.02

IS IT
COMPLETELY
TWISTED?

It was creating another Metal-esque game. Rogue Trip sneaks across the PlayStation and Xbox all. And what an impressive package indeed! The vehicle physics, character and track designs, enemy AI, and general awesomeness of Rogue Trip evokes the fantastic sound of TR2. There's no denying it: Rogue Trip is the big, badass brother of the Twisted Metal series. Right now, this brother is trying to kill the other and crown itself king of the vehicular combat genre.

Rogue Trip is one of the most explosive games on the PlayStation. It doesn't hit you in the gut with fantastic storytelling or graphical breakthroughs. It simply puts you in a car and says, "Go blow something up." Almost everything in Rogue Trip can be completely and utterly obliterated (and we mean everything). If you're not taking an enemy, or shutting a tourist, then go shoot a release at the White House or Washington Monument. Heck, you can even blow the Monroe Lincoln and free Willy if you want to. Of course, each level hides many secrets and hidden areas that lie into the destruction. To find these sections you will need to thoroughly explore each corner and shoot a missile at almost everything. Destroy a building in one of the levels and it will fall on top of a housing structure, which in turn creates a hole that leads to a new section. All ten of the levels feature some kind of secret (or two), and all an great for multiplayer matches as well. Believe us, you haven't played the game until you've competed against a buddy. The experience will knock you off your feet.

The 1-player game in Rogue Trip is equally impressive. The computer AI is truly as all heck, and the amount of weapons and cars to choose from is excellent. Do you want to grab a big wheel with Dick Biggs, or launch a chicken coop at the enemy with Gator suit? The personalities for all of the characters are absolutely hysterical. There's an Elvis impersonator, a psychotic driver, a comic book geek, and a completely insane doctor. The vehicles suit these personas perfectly, as do the exclusive Special Weapons for each.

Becoming the king of the strip won't be based on who you pick though. Well, maybe a little. Success in this game will come in the shape of accumulated knowledge. Only if you master the ins and outs of basic gameplay, and memorize the additional special moves—like the awesome Shield and 2-Wheel Turn—will you truly excel. Then again, a little knowledge in the arts of Twisted Metal might help too.



Multiplier to where the action is at

ANDY
 Concept **8.75**
 Graphics **8.5**
 Sound **9**
 Playability **9.25**
 Entertainment **9.25**
9
 Overall

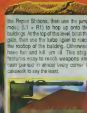
PAUL
 Concept **8.5**
 Graphics **9**
 Sound **8.75**
 Playability **9.25**
 Entertainment **9.25**
9
 Overall

REINER
 Concept **8.75**
 Graphics **9**
 Sound **8.25**
 Playability **8.75**
 Entertainment **8.25**
9
 Overall

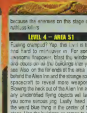




LEVEL 2 — BIRD HOUSE
If you're looking for building stuff, you'll find it here. You'll also find a lot of cash. You'll also find a lot of cash. You'll also find a lot of cash.



LEVEL 3 — THE MAIN
This level is fun. You'll find a lot of cash. You'll also find a lot of cash. You'll also find a lot of cash.



LEVEL 4 — MAIN ST
This level is fun. You'll find a lot of cash. You'll also find a lot of cash. You'll also find a lot of cash.



LEVEL 5 — PHANTOM (BONUS)
This level is fun. You'll find a lot of cash. You'll also find a lot of cash. You'll also find a lot of cash.



LEVEL 6 — RED NIGHTMARE
This level is fun. You'll find a lot of cash. You'll also find a lot of cash. You'll also find a lot of cash.



LEVEL 7 — HELLO STORM
This level is fun. You'll find a lot of cash. You'll also find a lot of cash. You'll also find a lot of cash.



LEVEL 8 — SOCIAL
This level is fun. You'll find a lot of cash. You'll also find a lot of cash. You'll also find a lot of cash.



LEVEL 9 — NIGHTMARE
This level is fun. You'll find a lot of cash. You'll also find a lot of cash. You'll also find a lot of cash.



LEVEL 10 — BONUS (BONUS)
This level is fun. You'll find a lot of cash. You'll also find a lot of cash. You'll also find a lot of cash.

PlayStation Cover Story

Weapons lying around to be used. The level is enormous in size, but actually isn't really that long. Mainstream location of weapons and Repair Stations is the only strategy to ensure a swift and victorious "Hero" run.

BASS 2 — BE UNDER MYSELF

Have a car? The grand battle with the last boss, the one on top of the last level, so you know where the above-mentioned weapons are. But don't think you can outrun this gun. He's fast, and fully loaded with tons of weapons, including the invincible laser. The best technique is to run in the hell and run. If you do get away from him for a few seconds, launch a Power or two at him. In fact, his fly will transform into three different forms. The changes in appearance come when his input meter changes colors (green, yellow, red). All three forms feature the invincible laser. The Dodge can only fly in green and yellow. The last transformation is the easiest to lose down. Just stay out of his way and avoid your Dodge. Use the Dodge only when the ending and get your cash!



COINS

Stealing the game with such character-driven a different value. There are two hidden worlds (Dark Helicopter and UFO) and three different bosses to be unlocked for play. There are also several other codes to unlock the game's alternate. Here's who gives what:

- Richie Car - Boss 1
- Rock Me - Boss 2
- Intruder - Boss 3
- Boomer - UFO
- Bohannon - Helicopter
- Worms - Dark Helicopter
- Miss Wagon - Futuristic Boss Level
- Destroying Angel - Double Fire-Lips
- Psyco - Infinite Turbo
- Gabe Ball - Infinite Jump
- Crooks - Increased Health



LEVEL 11 — DARK TOWN
This level is fun. You'll find a lot of cash. You'll also find a lot of cash. You'll also find a lot of cash.

Nintendo 64 Games Get Cheap

Four games have been added to Nintendo's seasonal price-cut Nintendo 64 Players Choice series. Kobe Bryant in *NBA Courtview*, *Duay Kang Racing GoldenEye 007* and *MCIF vs. NWD World Teez* have been inducted into the Player's Choice series. All four of these games come with an MSRP of \$39.99. *GoldenEye 007* is still a hard game to find at \$59.95. Let's hope Nintendo has a warehouse full of 'em. At \$39.95, *GoldenEye* will go quick.

Crave Holds Back on Shadow Madness

Due to the fierce competition that enflames every holiday season in the bloodbath known as the video game market, *Crave Entertainment* announced it will delay the launch of its new *PlayStation 2* RPG, *Shadow Madness*, until early 2002.

Announcing the game's executive producer and lead writer, Ted Woolsey, "Although *Shadow Madness* is set to schedule for a November release, we'll definitely take full advantage of any extra time to add new features, refine the overall gameplay, and polish the screen text."

Sega Fans To Gather This December

Sega fans should be on the lookout for the 1st annual *SegaCon*. Tons of Sega-related events are planned including everything from tournaments to playings of classic and future Sega games and systems. The *Master System*, classic arcade titles, and the brand new Japanese *Dreamcast* will all be in Wilmington, North Carolina on December 5 and 6 for the *SegaCon*. For more information, check out www.segaccon.com or email representatives at webmaster@segaccon.com

Goigo 13 Returns As Anime

The notorious assassin that's as cold and suave as James Bond returns to the States for a brief visit. *Goigo 13* will not be stopping by the video game scene though this mission is strictly for viewing, not play. *Goigo 13: Queen Bee* is the new anime from *Urban Vision*. The film, in fact, is a sequel to the original *Goigo 13: The Professional* anime and *Goigo 13* graphic novel. This time his adventure will take him deep within the hive of a criminal organization. His objective: Kill the Queen Bee, who (we might add) is quite the looker. Will he complete his mission or perish?

This anime contains violence, nudity, and adult attitudes. It will retail for \$19.95 (English Dubbed), and \$29.95 (English Subtitled). The approximate running time is 60 minutes.

WWF War Zone Slammer Success For Acclaim



Acclaim's *WWF War Zone* for the *PlayStation* released on June 24, was initially hard to come by. Many retailers sold out of the product and had to reorder. According to Acclaim's press release, a buyer for *BestBuy.com* says, "The game basically sold out over the first weekend." Furthermore, according to the divisional merchandise manager of *Kay Dee Toys*, "[*War Zone*] is currently our number one title outselling all other games by a huge margin."

It was initially skeptical of these claims made by Acclaim, so we held our own informal survey of video game retailers around the Minneapolis/St. Paul area. After a hectic day of phone calls and visits to various localities, we verified that *WWF* is indeed a hot commodity.

Sega, 3Dfx Settle Lawsuit

As *Dreamcast* looms on the horizon for Sega, the company has finally reached an agreement with 3Dfx resolving a legal battle lasting nearly a year.

If you recall, Sega had once considered using a 3Dfx chip for the new system. But after being wooed by NEC and Videologic, Sega changed its mind and chose to use the *Power VR2* 3Dfx, outraged by the decision, as well as the brush-off from Sega, brought a lawsuit against the company, claiming it had made an agreement with Sega to use the 3Dfx chip. 3Dfx also wanted to protect its technology and felt that Sega, NEC, and Videologic were all privy to many of 3Dfx's secrets.

Although no terms were announced in the press release from 3Dfx, nor any other details whatsoever, the dispute is now at an end and Sega has apparently made a settlement with 3Dfx.



Godzilla Eyes Electronic Arts

Electronic Arts confirmed it has definitely acquired the *Godzilla* license for use in the U.S. No details were available on plans or development status for any *Godzilla* titles. In further EA news, *LAPD 2100 AD* has officially undergone a name change, again. Originally, the game was tentatively titled *Future Strike*, the name was then changed to *LAPD 2100 AD*. Now, the game is officially called *Future Cop: LAPD*. Apparently, EA is suffering from the 3D Mega Man syndrome.

EA Prepares for WCW, Invests in Developer

Electronic Arts announced it has made a minority investment in *Kodiak Interactive Software Studios, Inc.* (or, K.I.S.S. Inc.) and has created a long-term multi-title deal with the 3D-person company.

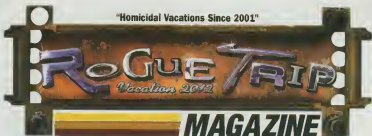
The first games under this agreement will be a series of *WCW* games for the *PlayStation* and the *Nintendo 64*. "Kodiak is a dynamic, growing developer with a great team of experienced producers, designers, programmers, and artists," said Don Mattek, president of worldwide studios for EA. "The portfolio of games created by their industry veterans is impressive. We are looking forward to applying the talents of this innovative team to our products."

George Mattek, president and founder of Kodiak, is equally as enthusiastic. "We are delighted to be partnering with the premier publisher and distributor of interactive entertainment. The opportunity to create a whole new EA franchise based on World Championship Wrestling is exciting."

So, wrestling fans, a new era of games is about to head your way. And as the bar has been raised significantly by *WWF War Zone* and the award-winning *WCW vs. WWF*, you can expect the games to only get better. The first *WCW* games from EA should arrive next fall.



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A* B A B E OF THE MONTH INSIDE

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ROGUE TRIP

Location 2002

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G I N E W S

WHAT'S HOT • TECH TALK • MULTIMEDIA NATION • COMIC WATCH • TOP TEN • TRIVIA • NAME THAT GAME

Action Figures on Horizon: Lara, Turok, & More!

Playmates Toys Inc. announced a lineup of toys, many of which have video game tie-ins. Witness **Turok** and **Tomb Raider** who come storming to retail shelves with a full line of action figures, and in the case of Turok, a dollhouse as well.



First of all, **Tomb Raider's Lara Croft** will come in assortments of 3-inch collectible figures. Nothing else is known about the poses, or if wild beast figures will accompany her, but the line will launch alongside the release of **Tomb Raider 3** in November.

Next, a Turok action figure line will launch in October to coincide with **Acclaim's** release of **Turok 2: Seeds of Evil**. The line includes a dollhouse, along with 5-inch figures of Turok characters such as Turok, Joshua Proudfoot, Tal Set, Campagner, Primmager, and Adon.

Also worthy of note: Playmates plans to release a line of toys based on the new **DreamWorks** movie **Antz**. As Antz will no doubt become a **DreamWorks Interactive** video game, these toys should be video game collectibles as well. Antz the movie will be in theaters starting October 2.



Eidos Grabs Crystal Dynamics' The Unholy War

Eidos Interactive has acquired the publishing rights to Crystal Dynamics' PlayStation game **The Unholy War**.

Crystal Dynamics had been searching for a publisher/distributor for the game (as well as **Akaji: The Heartless** and the highly acclaimed **Legacy of Kain: Soul Reaver**) prior to May's E3 show. Now that Eidos has entered the picture, the search may be over.

The Unholy War, scheduled for release in October, will include a playable demo of **Soul Reaver**. Crystal Dynamics would not comment on the agreement, nor would it comment on future publication details. Game Informer speculates that Eidos is an obvious candidate to acquire the games **Legacy of Kain: Soul Reaver** and **Akaji: The Heartless**.



Resident Evil: The Novels

For those of you who can't get enough of the **Resident Evil** world, **Pocket Books** has brought something else to help color in the dark corners of the franchise. Two **Resident Evil** novels are out, and more are on the way. The first two books, one about the events that happen between the first and second **Resident Evil**, and another that novelizes the first game, are a must for **RE** fans. The novels are written by **S.D. Perry**, and are not watered down in any way, instead bringing the game some details you would expect to the table and laying them out for all to see. Check out the local bookstores for these titles, called **Resident Evil: The Umbrella Conspiracy** and **Resident Evil: Calliope Cove**.

Game Informer's Site O' The Month



Lara Croft's Site O' The Month

Lara Croft's site hits nothing but, of course, from memory on the industry and a part of the gaming press. If you want to read a good 70-minute issue have a good laugh. Zulu's site is the place to be.

VIDEO GAME



- 1 What video game has spawned two novels by author S.D. Perry?
- 2 Electronic Arts recently acquired the rights to what swimming board?
- 3 What is the name of the Gary PlayStation unit that allows home programmers to design games?
- 4 Spyrex is developing a new 3-D box game for what publisher?
- 5 Gigs need to SVP slip in only one game. What was it?

(Answers on the bottom of page 22)



Name That Game!

This fighting game was published by Acclaim for the SNES. In addition to a Match week, the game also featured a Story mode, and told a tale of the west between martial artist to save his silver mine. What game is it?

(Answer on the bottom of page 22)

Data File:

Crystal Dynamics is reportedly working on a character-based racing game tentatively entitled *Passion*. As you may have guessed from the name, the focus will be on the cars and the driver, not the race. Game Informer specialists could have so on PlayStation as early as next summer.

► **Activision** has announced that its hit vehicular control game, *Hotline*, is coming to the **Nintendo 64**. We won't say as to how additions or changes, but expect a few small changes. *Hotline* is scheduled to hit the Nintendo 64 in February of next year.

In an unannounced but... **Activision** (division of **Puffin** and **Blat**) **Champion** has signed an agreement with **Disney Interactive**, a division of **Disney** games to publish at least six new multiplatform titles. One of the titles will be based on the upcoming **Pearl** for **PlayStation 2**. The other games have not been announced yet, but reports show that two of these titles will be based on upcoming titles, and the other two titles will be based on past Disney features.

► **PlayStation 2's** skateboarding game comes to the **PlayStation 2's** **Street Skater**, from **Microcube**, is a scoring game coming to Japan.

The game features many of the staple moves of real skaters, including kick flips (you no more speed slides as your only trick) and will sport full skater and analog compatibility. We would say it's an American release, but who would want the egg on their face for guessing this one, eh?

► **THQ** has scheduled any plans to bring **Speed Tribes** to the PlayStation. **Electronic Arts** has played its arcade-styled football game tentatively entitled **Ali vs. Gai**. **Electronic Arts** Studios revealed that both **Tek** and **Syphon Filter** have been delayed until early 1999. **PlayStation** is working on **Apocalypse**, which is rumored to appear on **Nintendo 64**. **Benetton Interactive** is planning to release a more capable version of its dramatic action game. It is coming back from the clinic on **Leaf World**. **Activision** **Puck Special Edition** **Hinterland** estimates it sold over 11 million **Game Boy** sales last year. That brings the total related sales of **Warlords** to nearly a whopping \$5.6 billion. **Benetton** **Systems** plan to release its hit action title game **The One Who Awaits** on the **PlayStation 2**. **Blat** is announcing any 71, and possibly up to 12 games for the launch of its **Neo Geo Pocket** board game. **Activision** staff members engaged an alternate episode of **McFinger's Neighborhood** while constructing this issue.

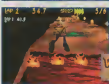
Plenty of Horsepower Planned for Test Drive 5

Accolade's Test Drive 4 had plenty to offer the PlayStation driving enthusiast when it launched last year, and the company promises even more with **Test Drive 5**. The game, due to hit stores the fall week of September, will include 28 licensed cars and a number of tracks including **KITTING Gravity Hills** and **Pilchovitter**.

Here's the list of cars:

1998 Dodge Viper	1998 Shelby Cobra 427SC
1998 Chevrolet Corvette	1967 Pontiac GTO
1998 Aston Martin Vantage	1968 Ford Mustang 430CJ
1998 Ferrari Testarossa	1989 Chevrolet Camaro Z28
1998 Jaguar XJR	1989 Chevrolet Corvette Z1
1998 Saab 900	1970 Chevrolet Chevelle SS 396
1997 Chevrolet Camaro SS LT4	1971 Plymouth Hemi Cuda
1998 Nissan Skyline	1969 Dodge Charger

Plus, 12 "super-charged enhanced" cars and 12 "secret" cars will be included in **Test Drive 5**, making a total of 40 cars accessible to the player.



999 Studios Runs Wild

If there's a niche that **Nintendo** has thoroughly locked up, it's character-based racers. The U.S. has received very few cutting racing games for the **PlayStation**. But **Universal** and **999 Studios** plan to change all that with the release of **Racing World**, a racing game where you play as one of six contestants, each an animal/human hybrid. There's a ram, a zebra, a panda, an elephant, a rabbit, and a donkey. Basically, you take to the road and race across six different courses and three levels of difficulty. Sound familiar? Well, don't expect the game to come out later this year, but don't necessarily expect it to be the caliber of **Diddy Kong Racing**.



Animaniacs To Go Bowling on PlayStation

ASC is planning to release a **PlayStation** bowling game starring the **Warner Bros.** cartoon characters from **Animaniacs**.

Based on ASC's successful game **Ten Pin Alley**, the game will be aptly titled **Animaniacs Ten Pin Alley**. The story and background stars of the show - Wakko, Yakko, and Dot - will be the lanes with seven other cast members including **Helo Nurse**, **Mindy**, and **Rough the Guard**. Expect plenty of hijinks as the Animaniacs interlope with games or yell from the audience.

Animaniacs **Ten Pin Alley** should arrive on the PlayStation in November.

DEAD IN THE WATER

LIVE FAST... DIE WET

"I WILL destroy you in the Battle mode...
I WILL destroy you in the two player split screen mode...
I WILL destroy you in the combat cable link mode...
I WILL DESTROY YOU MAGGOT!"
-Sgt. Steel

"Look here Son, I WILL use your head as an anchor and your butt as a seat cushion."
-Officer DA Nightstick

"When the flag goes down baby...
you gonna feel the sink baby...
that's Fever Ray... You'll be...
that's "Stank Alive" til ya die"
-Ebony Justice

"I will continually upgrade my sinister...
weapons and weapons to extreme...
levels of destruction and you...
will be destroyed..."
-Dr. Graves



- 13 "Off the Hook" characters to choose from.
- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats... fully upgradeable.
- Two player split screen or combat cable link.



www.deadinthewater.com



- Best: 128 Megabit (With Battery Backed)
- Best: 32 Player Fighting
- Special Features: Over 70 Weapons; 100 Frames of Animation Per Wrestler
- Weapons: Virtual Fight-Styled Instant
- Pricing: Contains Full Motion, 40-Minute Battle
- Provider: N64 & Cartridges of Reviews Mark
- Curric: Rumble Pak Compatible, User
- Features:
- Created by: Asmik for THQ
- Available: Late October for Nintendo 64

95% Complete

OOZING WITH POWER

It would be easy to write off WCW/NWO Revenge as a simple upgrade of last year's World Tour, but nothing's further from the truth. From the second you pop this game into your Nintendo 64 it oozes with power, boasting all-new features, all-new weapons, all-new arenas, all-new arenas, and all-new zilds.

Before you even enter the ring, you can win any of the over 70 (possibly 80) weapons by switching outfits with other characters (and even marks for the hooded hero), and after the colors at the touch of a button. Move the N64 into Raven's flock, put Larry Zerkov into the NWO—you name it, it's in here.

Choose your wrestler and hand into one of six arenas based on actual pay-per-view arenas, including Bush at the Beach, Squid Out, Halloween Havoc, Starrcade, and Super Show. Each wrestler has his own unique entrance before the bout, filled with fireworks, smoke, and electronic noise-cards. Goldberg comes in stepping his face, DDP comes accompanied by Kimberly, and Hogan has the ever original fit to Shock of his life.

Once the wrestling begins it's easy to see how improved the graphics and animations are. Each character has his own signature moves, and even a swag in his step. For instance, Giant and Big Sexy don't slip in under the ropes—they stop over them. Rick Steiner crawls on the floor like the wild animal that he is, and Rey Mysterio Jr. climbs like a monkey on the ropes.

There are also a number of new moves at your disposal. After fighting in the runway outside of the ring, you can then run and slide under the ropes back into the squared circle. And if you were lucky enough to get one of the many weapons from the crowd, you can bring that with you too. A couple of weapons to the head, and your opponent is down. Luckily, there's a new move that lets you really jump to either side of a downed opponent to set up your most devastating slam. But be careful, almost every move in Revenge has a counter. One takes more, and you could get your butt smacked by a thunderous signature move, or by one of the game's new combos (which can only be used by characters, such as Goldberg, who do them in real life).

During matches, the ring is watched over by referee Mark Callis, who counts down to count off pins and trophies. But it's a good thing he's there, as other wrestlers will run in during a match to help their cohorts in crime. For instance, any Konnan is getting pummeled by Bull Rogers, Sting will run in, rescue in hand, to equalize the situation.

Winning matches is the key to unlocking many of the hidden characters found in WCW/NWO, but don't worry about saving ties to your Controller Pak—as Revenge features battery backup to store hidden characters and unlocked moves. The battery will also keep track of your records and high scores from matches, as the game saves you on overall performance (so let us show who truly holds the title).

Watch out because this October the WCW and NWO are coming and they get Revenge on their minds. The question is: Are you up to the challenge?

“A fully-loaded fighter...a new kind of fighting game”

-Nintendo Power

“Very unique fighter...the originality shines”

-EGM Players Guide

“Innovative gameplay and variety”

-ign64.com

FLYING DRAGON

AVAILABLE NOW.



Published by

Asmik Entertainment

ASMIK ENTERTAINMENT

Rumble Pak & Controller Pak compatible

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Super Defeated mode: Clear all 200 items to hold the most powerful fighting machine ever!

Virtual coach: Choose between classic 2D fighting or brawl in a fully 3D environment.

Nintendo 64 Preview

- Size: 320 Megabit
- Player: 1 to 4 Player Action
- Special Features: 5 Worlds With Multiple Level Objectives, 20 Weapons, 4 MB RAM Pak & Rumble Pak Compatible, Massive Boss Encounters, 4-Player Deathmatch, New Turok Storyline
- Created by: Iguana Entertainment for Acclaim
- Available: Late October for Nintendo 64

85% Complete

You Ain't Seen Nothin' Yet

Turok 2: Seeds of Evil stands unchallenged this holiday season. Gamers are hungry for another shoot 'em-up and Acclaim's upcoming release will satisfy this need. After being blown away by Turok 2 at E3 (see August '98), we had a chance to check out the multiplayer modes, a bunch of new weapons and enemies, and witness the possibilities of an upcoming Nintendo 64 peripheral that works wonders with this title.

Playing a "kill or be killed" match-up against one, two, or even three of your gaming comrades has obviously proven successful with N64 games like Mario Kart, GoldenEye, and others. Turok 2's design team plans at least 12 multiplayer environments, boasting that Turok 2's deathmatch will be "the best the N64 has ever seen." The Blood Lust mode is the standard deathmatch mode, and options can be set for available weapons and number of players per team. The Frag Tag mode is slightly similar to a mode in GoldenEye, one player is "it" and is totally defenseless. This person must escape through a maze to collect points and make another opponent "it." The multiplayer mode has at least eight characters to play as, including enemies, and even the original Turok comic character (who was later swapped for the younger Turok that we all know from the first game). The multiplayer options and overall quality of the graphics already make GoldenEye look ancient. An excellent example of what players can expect is in the low and arrow light. When you shoot an opponent with an arrow, you'll see the arrow stuck in the opponent, and the opponent in turn sees it in his or her field of vision. It's quite a sight to see a guy running around with an arrow stuck in his ear.

The 1-player game is divided into six separate environments that range from a castle-like port town to an alien spaceport. Filled with these massive worlds are some of the nastiest and most gruesome enemies you have ever seen. The rather mundane human enemies found in the first Turok are gone. Standard dinosaurs such as the raptor and campy are abundant on some levels, but nasty dinosaur hybrids called Dinosauri run rampant. All of the enemies are very intelligent. Some will retreat when they see you have a big weapon, or they will dodge and hide from gunfire. Other foes will attack with ferocity when you get too close. Especially spectacular are Turok 2's boss creatures. Massive oozing, pulsating creatures such as the disgusting creature dubbed "Mother" make a huge impact on the game. The bosses will challenge players, while giving them a visual treat. As mentioned, the Tag Bow (complete with sniper mode) is an essential, but you have to see the Cerebral Bone. Think of a lock-and-keyball that, once it connects, causes a drill straight into the dinosaur's brain. The blood sprays like a fountain as the enemy crumbles to the ground. The insane designs of the weapons, and the destruction they inflict, are not for the faint of heart (or those under 17).

Turok 2's graphics are easily the N64's best ever. But the graphics get even better when playing with the 4 MB RAM expansion pak. What's that, you say? The RAM pak (as we call it) is a small cartridge that plugs into the small door on top of the N64 unit, atop the N64's RAM. Although Nintendo has not announced plans to release the RAM pak, such a device will allow Turok 2 to run in high resolution. Nintendo would be stupid to keep the RAM pak out of gamers' hands. The game works fine without the extra RAM, but once you see the difference, there is no turning back.

Turok 2 will be out at the end of October and is easily Acclaim's hottest property. Keep on the lookout, so it's going to be one of the flagship games for the N64.

The mixture of Primitives.

Meet Akim, Turok's spiritual guide.

Turok's jungle has been riddled with this deadly zomb.



This is just a hint of Turok 2's shadowy 3D effects.



The environments are beautiful.



and extremely dangerous.



The shotgun works wonders at close range.



It's insane!

This is your game.



This is your game on the blink.



ANY QUESTIONS?

Dust and dirt can damage your game system. The result? Poor picture quality, fuzzy sound and slow or "buggy" game play. Clearing your system and games regularly will maintain high quality gaming and ensure a longer product life. Player's Edge cleaning kits will keep you and your system in the game.



- Game maintenance products available from Player's Edge
- Cleaning Kits for: NINTENDO® 64 • SUPER NINTENDO® • NINTENDO® • SEGA • GENESIS®
 - GAME BOY® • GAME BOY ADVANCE™ • MULTIMEDIA & GAME CDs

Available at **FuncoLand**



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Nintendo 64 Preview

- Size: 90 Minutes
- Style: 1 to 4-Player Sports
- Special Features: Create Player & Customizable Roster, New Graphics Engine, Multiple Seasons, With Free Agency & Retirement, Onsite Team Doctor, Commentary by Mike Patrick & Randy Cross, Runlike & Controller Pak Compatible
- Created by: EA Sports Entertainment for Accolite
- Available: October 18, Nintendo 64

90% Complete

Can it Topple Madden?

QUARTERBACK CLUB 99

For several football seasons on the N64 is about to begin. While we gave you the bottom line on Madden 99 in this issue, Accolite and developer Iguana are still putting the finishing touches on NFL Quarterback Club 99. Luckily, just before this issue went to press, Iguana had the chance to playtest the game for the first time. Last year's version of QBC featured players with top-quality-resolution graphics and you would think that all Iguana had to do with this refinement would be to touch up and add a few seasons. However, the team at Iguana completely redesigned the player models and packed in nearly 430 animations. You'll see lifelike dig in their cleats as they go into a three-point offense. The QB will take confidence or jump game after handing off to his best friend, Paul. In the huddle, huge banners just in red just as they try to catch their breath. There are 10 million different situations for injuries. Also worth noting is, in snowy conditions, players' footprints dot the field and lockies will leave larger alids.

Aside from the all-new and extremely detailed graphics package, QBC 99 goes right after aim fine with the multiple season mode. Similar to the franchise mode of Madden, QBC allows you to play over a number of seasons complete with free agent signings and other GM duties. Player attributes will also change over the course of time. For example, say you were playing as the Vikings and just that the second year happen! Chris Carter has only 10 catches for 100 yards in an entire season. This subpar performance might lead to things such as his speed and catching ability dropping below the next season. To be sure, a slick Player Create mode will allow you to fill the gaps in your team, or you can make just one player if you want. The team Create mode will give you options to pick jersey and helmet colors, compile a playbook of 128 plays, and draft the top talent to concoct your fantasy football team. For the historian, you can go into the Historic GM mode and roll up key players from every Super Bowl. Finally, season football line will also be able to play as NFL Europe teams, including the Claymores and the...well, those other guys. The fan of modes and features is long and comprehensive and QBC is definitely keeping up with Madden in those departments.

The biggest and most important question concerning QBC 99 is the playability and computer intelligence (or AI). Unfortunately, we won't be able to figure out the answers to these questions until we see a complete version. What we saw and played of QBC 99 was impressive, but it's just not if Accolite and Iguana can pull the game for the new season. ■



Get ready for game action.



What's this guy's new age?



Not a chance.



Altogether I guess I made a choice.



QBC has great moves and even better animation.



This will be a game of intrigue and drama.



Two NFC Central teams square off.



Berry has all the moves in QBC 99.



Madden 99 Review

- Size: 90 Minutes
- Style: 1 to 4-Player Sports
- Special Features: Create Player & Customizable Roster, Play Editor With Teammate Playbook, Franchise Mode, Fantasy Draft, Custom Research Facility & Career/Pak Compatible
- Replay Value: High
- Created by: EA Sports for EA Sports
- Available: September 23 for Nintendo 64

Bottom Line: 8.75

VIKES, PACKERS, BRONCOS... THEY'RE ALL HERE!

JON
 Concept: 8
 Graphics: 8.75
 Sound: 8
 Playability: 8.5
 Entertainment: 9
8.75
 Overall



Creating players are easy.



He drops back.



The definition of slipping back.



He manages to keep his feet.

PAUL
 Concept: 8.25
 Graphics: 9.25
 Sound: 4.75
 Playability: 9
 Entertainment: 9.5
9
 Overall

It's hard to believe that Madden 99 is the 10th anniversary of the Madden franchise. The game has been a mainstay in the sports world for over a decade now, and it's still going strong. In fact, it's the most popular sports game on the N64. The game has a lot of things going for it. The graphics are top-notch, the sound is great, and the playability is excellent. The game has a lot of replay value, and it's a great game for the whole family. The game has a lot of things going for it. The graphics are top-notch, the sound is great, and the playability is excellent. The game has a lot of replay value, and it's a great game for the whole family.

I am a fan of Madden 99. I have been playing it for a long time, and I love it. The game has a lot of things going for it. The graphics are top-notch, the sound is great, and the playability is excellent. The game has a lot of replay value, and it's a great game for the whole family. The game has a lot of things going for it. The graphics are top-notch, the sound is great, and the playability is excellent. The game has a lot of replay value, and it's a great game for the whole family.

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REINER
 Concept: 8
 Graphics: 8.75
 Sound: 8
 Playability: 8
 Entertainment: 9.25
8.5
 Overall



He manages to keep his feet.



He manages to keep his feet.



He manages to keep his feet.

The use for the top football game on Nintendo 64 was a hard fought battle last year. EA's Madden and Accolite's Quarterback Club were both up for grabs, but EA's Madden 99 introduced gamers to high-resolution graphics (96-bit for Accolite calls 'em) and had the luxury of a full NFL license. These features alone may give QBC the edge right in the end. But EA's Madden 99 has a lot of other features and has included a new graphics engine along with the NFL team licenses, but that's just the tip of the iceberg.

Of course, EA Sports sets the rules of high-resolution graphics. Players appear to be larger and more defined than in last year's game and the attention is for more realistic. Todd comes in many forms as players are pulled down by the sidelines, wrapped up around the waist, or simply plucked up and thrown to the ground. The Madden 99 version has far more animations than its PlayStation counterpart. The level of detail is most evident in games played in the snow. Just the playing of Green Bay in December, you can actually smell the player's breath in the cold winter air.

Just like its PlayStation counterpart, Madden 99 on the N64 has plenty of options including the all-new Play Editor, Franchise Mode, and everyone's favorite - Player Create. The Play Editor opens up a whole new era in the Madden series and allows for the construction of 10 to 100 offensive and defensive plays. One of the most interesting "Play-Editor" features is the "Play-Editor" feature, which allows you to create your own offensive line up wide and runs comparable to the middle of the field. Unsurprisingly, these features are left with their hands full. There is an entire section of the game just for the creation of a number of seasons. It's worth noting that you can create a number of seasons, but you only take the role of field general, and you are required to be a shrewd general manager as you must clearly monitor careers, get rid of the veterans, and decide how many players over the course of a number of seasons. It sounds easy, but it takes plenty of time to negotiate a contract with a lineman who makes you a worth a couple million dollars a season.

For years, Madden has been known for its simple and convenient. Finding a moment to put a jump ball and watching down with has been a soft and easily-associated trademark for the very Madden veterans. It is still one of the best moves in any sports game, but this year's game adds more to the playability, especially on the defensive side of the ball. Defenses has skills and power looks like a lot of dynamics to the game. For example, the 34-foot kick works especially well when the line shifts wide. This creates a mismatch on the outside and allows the hitting linebackers to often get a free hit at the QB. However, you're dead if the offensive runs up the gut. The power inside works like a speedball when you're not around the ball carrier, but once he's in range WHAM! The stomp of the hit stars will sometimes make you cringe. Spending of money, Madden 99 has excellent on-field sounds, but especially lacks the commentary from Madden and Summerall found in the PlayStation version.

The verdict is still out on QBC '99 as to whether it has what it takes to compete with this new and improved version of Madden. Football fans may have high hopes for the game, but the verdict still of Game Informer can help guide you with the bottom line. ■

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multiplay)
- **Special Features:** Career Player & Gameplan, Fantasy Player Editor with Team-Specific Playbooks, Franchise Mode, Fantasy Draft, Custom Season, Dual Shock Analogue Compatibility
- **Playable Year:** High
- **Created by:** Titanfall for EA Sports
- **Available:** Now for PlayStation

Bottom Line: **9.25**

Let's say Madden's got shot down in the graphics department. It's less likely, but if that happens and Jordan were remaining neutral about Madden, that's a huge liability of omission and it wouldn't be a good Madden ad with the league. For example, Madden's subscribers running back and actually flip the cover. The ad, it conveys how the opponent is the ball carrier, strategy for extra yards, and the 3-D line sends the QB facing with a strategy straight to the chest. On the other side of the ball, running backs stumble and reach to the ground to catch their helmet. But they also pick up and handle. There's some excellent sound effects, celebrating with, and mud on the ground and the look of Madden '99 are incredible.

With all the new additions to the franchise, the gameplay scheme was revamped somewhat. Although the 2nd and 3rd Madden control all the action, EA Sports added an off-line play mode, a new double jump, line shifts on defense, and a redesigned power tackle move that also acts as a good punt. EA also gives a little help to the Madden coaches by adding the One-Button option. When turned on, the player will get control of nearly every move into one button. The computer doesn't win more is appropriate, but it's still worth jump. It's even selects the Madden 99 receiver.

Off the field, the Madden 99 offers more options than ever before. Leading EA's new Play-Station 2 era, you can control up to three different offensive and defensive players that can be added to any team's playbook. Choose blocking assignments, assignments, and even EA different pass routes for receivers. For simulation fans, the Franchise mode allows multiple seasons play where you see players retire, how agents sign on all the while, playing under the salary cap, and yourself getting into it or team doesn't perform well. I don't stop here as Madden 99 also allows you to create a Custom Season using any of the more than 120 teams. You pick the teams and choose what league the teams will be in. Just imagine you can put all of the Big Six Super Bowl teams together to create the Chicago league.

EA Sports has supported expansions with all of the new additions packed into the game. With Madden control all on top in this year's football season? Leave it up to the football experts of Game Informer for the scoop.

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MADDEN 99

THE BEST MADDEN EVER?

Score vs. Career Best For The Best



The game will highlight only plays with an auto replay.

The Vikings 4-3 is always tough.

Use the Play Editor to design your own plays.

Check out one of Madden's many new features.

Pickers keep your get used to this.

EA Sports has supported expansions with all of the new additions packed into the game. With Madden control all on top in this year's football season? Leave it up to the football experts of Game Informer for the scoop.

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JON
CONCEPT 9.5
Graphics 9
Sound 8.5
Playability 9.5
Entertainment 9
Overall 9.25

PAUL
CONCEPT 9
Graphics 8.5
Sound 9.25
Playability 9
Entertainment 9.75
Overall 9.5

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Entertainment 9
Overall 9.25

PAUL
CONCEPT 9
Graphics 8.5
Sound 9.25
Playability 9
Entertainment 9.75
Overall 9.5

NFL GAMEDAY 99

A Rebuilding Year?

JON
CONCEPT 7.5
Graphics 5
Sound 5
Playability 7
Entertainment 5
Overall 6.75

PAUL
CONCEPT 8
Graphics 9.25
Sound 8
Playability 5
Entertainment 3
Overall 6.75

REINER
CONCEPT 9
Graphics 9.75
Sound 8.75
Playability 6.5
Entertainment 4
Overall 6.5

JON
CONCEPT 9.5
Graphics 9
Sound 8.5
Playability 9.5
Entertainment 9
Overall 9.25

PAUL
CONCEPT 9
Graphics 8.5
Sound 9.25
Playability 9
Entertainment 9.75
Overall 9.5

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PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multiplay)
- **Special Features:** Adjustable AI & Game Speed, Covers Player & O-Line, Fantasy Fantasy Draft, Custom Season, Total Control Picking, Dual Shock & Analog Controller, Memory Card Required
- **Playable Year:** Moderate-High
- **Created by:** Redline for 3DO Studio
- **Available:** September for PlayStation

Bottom Line: **7**

GameDay '99's polygon graphics were its industry first and it can be argued that this year had a lot to do with its success. 386 Dollars is not adding with last year's graphics and GameDay '99 impresses by more than doubling the polygon count as player Madden took over 380. This gives the players plenty of detail. Couple this with the huge number of motion-capture animations and GameDay boasts a very impressive graphics package on many fronts.

Along with NFL talent on Tampa Bay's offense (in last year's cover boy Mike Alford) and up-and-coming rookie QB Ryan Leaf, 999 has particularly used a lot of new NFL players to promote stable football operations in an attempt to capture the nuances of the game. A healthy supply of player celebrities, team names helping other off the list, and other offers you might see on the field are all found in this new version. Yet other features like a variety of catch animations are disappointingly absent. However, GameDay '99 does introduce new stadium model complete with sheds from the bleachers, polygonal receivers, larger new and play series covers, and the new TV style game rooms and coverage that is further explained by the inclusion of NBC commentators Dick Ebersol and Super Bowl XXX MVP Bill Berrier. All really nice, but the visual of Berrier becomes repetitive and quite annoying as his disheveled hair some slow motion. I think it's going to be the NFL's latest non-computer.

GameDay has always been an innovator in terms of gameplay, introducing football games to such things as the seven-man, 100-yard, and other moves. It's the new tandem 3rd Cover package that allows nearly every button on the controller. The basic controls from the previous game remain intact, but 999 has added defense mode to shift the line, or call up the secondary and field coverage. GameDay '99 adds a new artificial intelligence (AI) scheme that its developer has christened "Authentic Football Intelligence." While not exactly new, why 999 uses football and intelligence in the phrase, as the AI in this game can be described as dumb. Sure, defenses will drop coverage, offenses will exploit your weaknesses, and wide receivers will not venture option routes, but the general intelligence as the computer covers receivers out of the backfield should draw all arguments but this game is AI is anything above average.

In terms of options such as season play, roster management, and controlling with, regular matchups as in Madden 99, it's a bit of a surprise, but it has for a 150-couple of seasons. So, getting a season with new Madden that has your name is straightforward, but extra cash in playing more than one team in a season. It plays multiple seasons with general in major responsibilities, use really need.

Let's get the game slow as energy. Does this year's game do this same?

GameDay offers impressive Madden offers.

EA Sports has supported expansions with all of the new additions packed into the game. With Madden control all on top in this year's football season? Leave it up to the football experts of Game Informer for the scoop.

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PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multiplay)
- **Special Features:** Adjustable AI & Game Speed, Covers Player & O-Line, Fantasy Fantasy Draft, Custom Season, Total Control Picking, Dual Shock & Analog Controller, Memory Card Required
- **Playable Year:** Moderate-High
- **Created by:** Redline for 3DO Studio
- **Available:** September for PlayStation

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PlayStation Preview

- Size: 3 CD-ROMs
- Specs: 3 Hours of Player Remotely
- Special Features: Updated GameSpeak & Mini Game: Emotion: Amazing & Hilarious
- CD Sequences: Start Riding, New Characters
- 3 Times Memory Card Required
- Created by: Delphine Productions for GT Interactive
- Available: November for PlayStation

75% Complete



There's a Whole Lot of Mudokans Going On

Games Informer has been waiting for Abe's Oddysee since the day we saved all 80 Mudokans in Abe's Oddysee. And since the game was unplayable at E3, we have been chomping at the bit for a playable version to arrive in our office. Finally, our dreams have come true, and now we have a little more skinny on one of the most anticipated sequels of the year (at least for us).

Like Oddysee, when you first turn on the game, you are given the opportunity to check out the GameSpeak. Surprisingly, it lists the Quakkons, Parasites, and Scrogs, in addition to the Sligs, so "controllable" characters. Instantly we were giddy with excitement, and adventured into the game book.

On the surface, there's not much different about Abe's Oddysee when compared to Abe's Oddysee. The graphics work in the same fashion as before (with pre-rendered computer-generated backdrops), the animation is to die for, and the control is rock solid and almost identical to the first game. But with one major change—the addition of more modes to Abe's GameSpeak. Replacing the two whistles, fart, and laugh are "All 'ts," "Sympathy," "Stop it," and "Work."

All "ts" gives Abe the ability to call all his Mudokon brothers at once (excluding those troublesome, personal introductions in a moment of extreme urgency). The command "Work" enables Abe to get the Mudokans to help him in his quest, as they are capable of turning cranks and flipping switches when ordered. The "Sympathy" and "Anger" commands are a little more complex. When Abe isn't close to a Mudokon and presses one of these emotions, he either Nisses (scurry), or awnes (how cute!).

But when close to a Mudokon, Abe will step the sensors back into his Mudokon brother with the "Anger" command when he is under the influence of Laughing Gas, or get him on the back and tell him "scary" with the "Sympathy" command when a Mudokon is angry. It all sounds a little confusing, but it is actually quite easy to pick up on and the interaction between the characters is quite funny. Oh yeah, for fans of the fart in the first game—don't fear—it has just been moved. By pressing the X button in the standing position Abe will let one fly.

While the game sequels is perhaps the best new feature, there are tons of other fantastic additions. For example, the blind Mudokans keep walking in one direction until you tell them to stop. And you can use this to lead them into thinking you're somewhere else by calling to them from another area. It's a handy trick when you need them to flip switches for you. Also there are tons of new enemies and action sequences to master, which we'll get into next month, as we continue to keep a close eye on Abe.



The blind Mudokans will keep walking in one direction until you tell them to stop.



Check out the cooler Sligs... Cool huh?



Watch out for the sleeping gaur!



Check out those Mudokans... they're wester!



How the gear and design the spinning gear!



When you are control of the Parasite you can stand up (crawl).

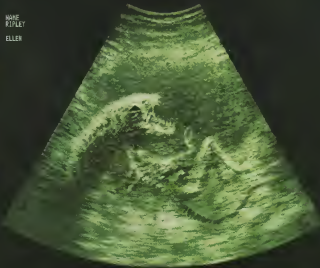


That Scrog is annoying the hell in the corner that holds a Mudokon spick.



Don't step on the Scrog because they will alert the Fawts.

WAKE
KIPLEY
ELLEN



DUE SOON

ALIEN
THE WRECK OF THE NOSTALGIA



- **Box 2 CD-ROM**
- **Style:** 1-Player Action/Adventure
- **Special Features:** Genesis Prologue
- **Strength:** Hand-To-Hand & Weapon-Based
- **Control:** Power/Like/Strike/Call, Radar
- **Real-Time Cut-Scenes, Removable Characters, Dual Shock & Analog**
- **Concepts:** Directed by Hideo Kojima
- **Created by:** Konami Computer Entertainment Japan, Inc. Konami
- **Available:** October 25 for PlayStation

90% Complete

The Art of Stealth

During last May's E3, Metal Gear Solid (MGS) was easily one of the most played games. And with good reason too. The control is perfect, the AI is solid, the graphics are stunning, and the atmosphere is intense. Hideo Kojima, the director of MGS, has left no stone unturned in searching for the ultimate gameplay experience.

Fans of action/adventure games and spy thrillers will absolutely fall in love with this game. The intro FMV sequence gets you in the mood as our hero, Solid Snake, prepares to infiltrate the enemy's hideout in Liquid Oseki. The intro gives the feeling of being at the movies, and when the credits stop, Snake is ready for action. In a large mission, Snake is below the hideout in a large underground room filled with guards under the command of Solid Snake's arch rival, Liquid Snake. To reach the surface, Snake must make it to an elevator on the other side of the room, but instead of shooting everything in sight, Snake must try to avoid the enemy by using his refined technique of stealth. But the first mission plays more like an opening scene, and once Snake gets past the bad guys and begins his ascent to the surface, the credits continue, letting the player know there is plenty more to come.

With heavy emphasis placed on Snake's ability to move about undetected, even the smallest task sets the player's score a thumpin'. Thankfully, there is a radar screen to help Snake keep track of the terrain. First, the radar shows their field of vision and the range of surveillance cameras. In some cases, the radar shows an area teeming with guards, and the final destination seems impossible to reach. When this happens, Snake can attract the guards' attention by rapping on an object. Then, as they move to investigate, Snake can silently escape behind them. But there's more. Snake equippes the diesel cardboard box which he can crawl under when hiding spots are scarce. Then, by switching to the "Snake Cam," he can peer out of a small slit cut into his brand new fort.

Of course, sometimes Snake has to get violent. He can use a gun, or one of many other weapons, but that often attracts too much attention. Therefore, it is often wise to utilize Snake's hand-to-hand combat skills and sneak up from behind a guard and break his stinkin' neck. The only way this game could be more immersive is if the controller left blood on your hands.



"Think, what do we have here?"



Snake takes to his cardboard box



...and slip in the view from inside



Snake gets the enemy



Snake rages his unconscious



Snake checks status with a terminal



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- Game Informer Magazine



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- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing
- Special Features: Smart Model Link Cable, TomcatBike, 13 Characters With 53 Stunts, High Tricks, Bigger Air Than All The Rest, Dual Shock Compatible
- Created by: Sega/PlayStation
- Available: November for PlayStation

70% Complete

Big Air + Mad Tricks = FUN

Tons of games are trying to duplicate an air "bowl" craze sweeping America. Selling to the legions of fans who march out to buy the next Cool Boarders, or the next 1080, is a lucrative niche, so we go and purchase hordes of these respective games each year. The bad thing is, although the games are very pretty and handle well, they don't really capture the essence of what drive these crazy mad-motor skateboarders. These daredevils want to be all in a bad way. They want the system to be overwhelmed so they can make up their own tricks (rather than use a preselected set of moves). This is probably the biggest attraction in *Streak*—as the air gets bigger, the stunts get bigger.

If you have been reading GI for the last six months, then you already know quite a bit about *Streak*. This game has us so stoked it keeps us at the office, playing like mad through the weekends. While the premise itself seems odd, as it is very similar to Jet Moto, nothing could be further from the truth. The control itself feels rather different than everyone's favorite bike game, and the collision, hit detection, and physics all seem very new. The characters are not really as aerodynamic or control-weighted as in Jet Moto; rather, in *Streak* it's a little harder to begin rotations. But when you do launch, you can create massive tricks that will astound and amaze. As you get in the air, you can grab the board and rotate it in any direction. If you take the jump too far, you can even put on the rear freewheelers to stall out in mid-air.

But once you learn to pull the huge dazkers, and streak with the best of them, you'll land gaps that have 10 seconds of harktime with ease. Add this to the cool characters and interesting story, and *Streak* has a hit on its hands, a cult classic in the making.

The areas are as fresh and entertaining as any you could wish for. Sure, there's the typical city level, and the beach level, but there's also the farmhouse level, the cattle level, and even a factory level complete with hot, molten steel. Although a cattle level seems a bit dull, wait until you take the first lap from the top.

And that's only the beginning. There's even a mode that allows the player to abandon the race for drift pieces and focus on tricks instead. But pulling the tricks can be dangerous, as there are many "ghost" features, or solid pieces that seem indestructible, but actually send you falling to your doom, screaming, "NO! THERE WAS A PLACE TO LAND! I REALLY!" But nothing's perfect, right? Even so, it's a great idea, especially considering that many who played Jet Moto 1 and 2 got bored with the racing aspect and instead just headed to the Nightmare track to do huge tricks—like blasting off the Butterfinger sign and flying straight up into the air. These are a few great memories from Sega's best-selling SingleTrack games, and we're sure its newest endeavor, *Streak*, will create even better ones.



That's a new one.



Ready to go.



A little wall action.



Now that's a drop.



Over the top.



Over the top.



Over the top.



Over the top.

TOMB RAIDER ADVENTURES OF LARA CROFT III

- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: 21 Unique Locations, 20 Docks, 48 Resolutions, 31,920,000 Scales, Alternate Paths on Each of 15 Levels, Improved Artificial Intelligence, New Moves, Dynamic Lighting Effects, Dual Shock & Analog Compatible, Memory Card Required
- Created by: Core Design Ltd. Eidos
- Available: November for PlayStation

70% Complete

HI-RESOLUTION BABY!

LARA Croft, the sexy and gutsy icon of video gaming, is returning for yet another round this November with the release of *Tomb Raider 3*. Featuring improved hi-resolution graphics, *Tomb 3* isn't just another "three-out-of-a-kind-of-the-100-levels" title. This monster is going to feature five new environments with three levels each, new vehicles including a kayak and a plane on the Area 51 level, new moves, and improved artificial intelligence (AI).

While these improvements sound impressive, the enhanced AI is perhaps the most important. We think Core Design would agree with us on this point, as it went out and hired someone to solely concentrate on this one aspect of the game. "I guess I think the biggest, planet-size twist away when you splash into the water and then quickly reemerge on your target...humans actually try not to get killed and will come after you as if their own lives depended on it. But perils aren't all that await you in *Tomb 3*, there will also be lots of indigenous life to encounter—birds and bats fill the air, fish schools in the rivers...and monkey hide in the trees.

The control in *Tomb 3* is also a little different; it's been slightly modified to incorporate Lara's new moves. Lara can now crawl on the ground (YES!), swing from vines, unleash a super burst of speed (over and above her standard run), and even grab onto the underside of objects and move about in the classic monkey bar style. Lara even has a bottle that she can use in and out of the water for coffee, or as a tool to pry treasure free. And yes, *Tomb 3* is Dual Shock and analog compatible. It even uses both analog sticks, as you can control Lara with the right stick (she jumps when you push down on it, and control the camera with the left (which fires her weapon when it's depressed).

All in all, *Tomb Raider 3* is shaping up to be a worthy addition to the Lara Croft lineup and a game that shouldn't be missed by fans of the babe in blue.



The angry blue snakes what it wants for dinner.



Watch out for the Anubis on the mountain.



Tomb Raider 3's enemies are much nastier than in 1-2.



Shards of light, afternoon delight!



Now that's what we call dynamic lighting!



Fast to my die.



The angry blue snakes what it wants for dinner.



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Fast to my die.



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Action
- Special Features: Fighting Controls & Special Moves, 20 Levels, Over 100 Character Moves, Versatile Kung Fu Styles, Power-Ups & Defeatables
- Bonus: Dual Shock Compatible! Real-Time Cut Scenes, 21 Enemy Types
- Created by: Development Interactive for Activision
- Available: November for PlayStation

60% Complete

LINEAR AS THE CAT



PlayStation Preview

- Size: 1 CD-ROM
- Style: 3-Player Action
- Special Features: Tron With Us, 55 Levels, 4 Bosses, 9 Weapons, Scoreboard, Scoreboard Call Screen, Power-Ups, Dual Shock & Analog Compatible, Characteristic Music From Five
- Created by: Noventrix Entertainment for Activision
- Available: November for PlayStation

75% Complete

HE'S VERSATILE



PlayStation Preview

- Size: 2 CD-ROMs
- Style: 1-Player Role-Playing Game
- Special Features: Animated Cut Scenes, Character & Music Profiles, 30 Levels with 100+ Items, Multi-User Combat, Battle Interface, Magic, Jump & Run Buttons, Physique 70-100
- Created by: Square Soft
- Available: November for PlayStation

90% Complete

The RPG Experience of the Year?



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Action
- Special Features: 2-Player, Dual-Analog, Lots of Move-Overs, 15 Levels (Plus 2 Bonus Levels), 55 Enemies, Unique Power-Up System, Secret Moves
- Created by: Andrew, Apogonics for MGM Interactive
- Available: November for PlayStation

70% Complete

DROPPING A LOAD ON YA



As video games evolve, the lines between genres continually blur, or cross altogether. As games, we like to see companies experiment and hope the new ground that takes video games to new heights. As consumers, however, we can get a little nervous when companies renege with the equation, because if they screw it up, we're not 100 bucks.

Tai Fu is another attempt at melding two styles into one game. Do you need it as action/adventure like not in ancient China. Players assume the role of a tiger named Tai, a teenage member of the famous Tiger Clan ancestral of literally murdering the Panda Monks. Through 20 different levels you can utilize different weapons and objectives. Plus, there are some interesting elements to be conquered, and you'll even end into the occasional vehicle to pull.

But Tai Fu also attempts to be a fighting game, since the Monks were slaughtered, the people wanted blood. More specifically, your blood. You must now face members of the tiger clan (like the Seasons and Monks) as well as the head honcho, the Dragon Master. To survive, master the different fighting techniques of the different clans, including special and combos. In all, there are over 100 character movements such as the Pounce Attack, Claw Hook, and the Monkey Roll. In addition to these fighting styles, you can use your Chi power, which is related to energy, but quite powerful. Chi is magic based on the elements such as water, earth, fire, and lightning.

Not all video and Demomaster being new to you might? Put out this November when Tai Fu is released and GI sends the bottom line.

APOCALYPSE

Every time you venture into a convenience store, it seems you're bound to see the read of Bruce Willis plastered on the Copler along with his ray-gun as wife. Darn. It gets a little odd, as after reading the bottom and peering half-arsed read to see the number sketch. Anyway, it's good to see Bruce taking part in something more worthy, video games.

In Apocalypse, there is some bare named, get this, Trey Klacord. Duh, whatever, but the real thing about this third-person action game is the freedom of control. While evading through the game's 11 levels, Bruce can be saved in one direction with the left analog while firing his weapon in any other direction using the aim buttons. Better yet, if you have an analog controller, the movement is even more fluid and you can aim it practically every direction, not just a few points in the 360 degree range of motion. This is here's a breakthrough idea (duh, duh), but it lends itself nicely to mowing down the swarming enemy masses.

The enemies themselves are pretty tame even though they are all a hodge-podge of the Four Horsemen of the Apocalypse. It seems these gobs, Death, Plague, War, and The Beast, have been mowed the earth, reading up this book in order to destroy humanity. In addition to being demonic creatures, the Horsemen also play the role of four separate boss characters standing in the way of our hero, Bruce Willis.

Sims, GI will have a reasonable copy of Apocalypse and then we can mow more sometimes, mow, mow, mow, mow, mow, mow. Yeah, that, but just hope it doesn't take another two years.



The RPG genre is connected to developer Square Soft like a cat to a teenager. Square has been entertaining the world with RPG titles since the grand old NES days, and Square has found the most success with its Final Fantasy franchise (which is fast to hit the whopping eighth installment in late '98). But there is always room for a new adventure. Over the year we've found our Square fix on to be equally as impressive as Final Fantasy—with Classic Magic and Secret of Mana kept us on our feet for hours upon hour.

On October 25, we hope SquareSoft delivers yet another memorable experience. Right off the bat, we can tell you this is not the real big epic like Final Fantasy VII. But don't let our words be the wrong way. SquareSoft does more than enough to achieve the status of greatness. The combat system is very dynamic and unique to this genre, and the look (while a bit gray) in the background is exceptional and very crisp.

How the combat system works, however, is hard to explain. You see, you don't just hit a button to attack. The entire attack interface is based on a combo system. Every time you attack you will need to hit a series of buttons to create a combo attack. Don't fear though, you don't have to use these attacks like in fighting games. These combos feature animated emotion time and a data screen telling you how to link the moves together.

Right now, we can honestly say this game is going to be out exceptionally well. The only landscape piece still missing in the story and English translators.

The Tonic Up that Arsenal is reminiscent of many other games, but similar to none. With 50 levels and a Deathmatch mode, this game is loaded with things to do. Thanks to the control and environments, you feel very at home in the world. This involvement often guarantees the opportunity to become immersed, as the rest of the game takes over to fill up to use alternative.

All the leveling you can reach into a post-apocalyptic world filled with runaway reactors, all looking to take out all 'T' (our 'T' Tony Tard). It has many moves, from jumping and floating to quick sidestepping. He even has a sword that cut paper out of his face to seek and destroy. Along the way, you acquire more gear, as well as possible allies. These include your TT and other allies, including better upgrading and leader heading, demanding a lot of you about this. Even the "Beast" Wonder Tank, or "saw tank" if you will, changes the situation based on the amount of health it has. The absorption of health power can be charged on-the-fly, which becomes an important strategic element.

Although the game seems to have a lot of "fun" in the form of voice-over and radio talk shows which kill the old Mr. Tank, even these are so gripping. The talk shows offer a chance to become familiar with the character's key weaknesses, and adds a comical level of immersion. Enemies will call it with their little-talk about their troubles, helping from escalation to strategy on defeating 'T'. It's an interesting way to offer the game an inside scoop on how to beat enemies, and it also gives tons of comic relief, as the talk radio host can be a thoughtful but friendly crew. With this sort of absorbing effort, Tony Tonic Up Your Arsenal could turn out to be a very entertaining game indeed.



Level 6:

This level has levels as without entertaining. Start this level by going up the stairs on the left and go into the RCV. Head to the lower 9th floor and go down to the bottom floor. Grab the KEY out of the closet next to the ladder. Then, down the stairs and kill the gurgolas. For some reason, using the goggles works better than parachutes. This trick can find you the KEY you get earlier to open the gate.

When you're done, head to the lower 9th floor and go to the right. You'll see two new boxes on the left of many Sentries. Boxes that, when touched, create a Spawning Box or other spawning to a new area. Hit the box and a bridge will appear. Move across and to the left. Hit the silver KEY in the hallway. Then, go to the left and go up to the next level. Jump up and go to the next floor. Once you're all ready, some platforms will fly up and go on one of the corners. Jump on top of the boxes to the next house. Head to the bottom floor and kill the Spawning Box. Go back up to the top via the elevator. It goes to the upper that was shut. In between the two, there is a red air vent. Go to the left part. To get between there you have to dig up the brick. If you're not by the top, you die. Proceed. Drop down, go back up, and head down and around, right next to the traps, and a bridge will appear. Run across and drop to the bottom. Take the key and go around until you see a moving platform with a Spawning Box on top. Touch it. Then, head around and grab the rest of the chests.

Head back to the first hut and go to the corner where the wind is blowing the east.

A bridge will appear. This you run directly and get across. Go all the way around and you will see a book. Use the KEY and get ready to kill some enemies. Hit all the enemies and a hallway will appear. Go on down and explore thoroughly. Cross the steel platform at the dead end of the road and get the next KEY. Go back to the stamby just mentioned and return through to open the door at the other side. Go onto each of the moving platforms and make the least access to the wall on the other side. Head to the right and up the stairs. You're at the end!



Level 7:

This level really exactly the same as the last one. No really. Unless you say? Think about writing this guide. To start, head to the left and give the gold KEY. Then, go across the bridge and head to the upper right. Put the KEY of the elevator that go to the other side of the room. Jump up and head to the other side. Where there is an elevator. Go up and kill all the enemies and a Spawning Box will appear. Cross the bridge that appears and kill some more enemies. Touch the next Spawning Box. Drop the next bridge that appears and get the KEY on the other side of the moving trap. Put the KEY in the warrent on the bottom floor. Save the elevator up, and walk for the platform. Go across, head up the hallway next to the room, and the door opens. Go to the left and hit the left. When you arrive on the other side, forget about the bottom floor. It just isn't worth it. If you are very persistent, you will be able to make out some floating pieces of wood. Jump across the whole from platform to platform. Hit enemies and the bridge opens. Go to the corner thing on the next room, and continue to the right, across the spike pattern, and stay using the wall. When you go to the end and destroy about 5-7 Sentries you will find the key. Save there near the red barriers and the end of the barrier is a dagger. Go down to grab the KEY, and head all the way back to the door you went through earlier. Jump down between the closing traps and use the KEY. Kick, punch, chop your way through the enemies until the platform in front of you begins to run. Jump on and get ready for the next boss sequence.



Boss 3:

At the point you can stay on top. If the girls too far away, then the fire will stop down. And let us tell you, the fire hurts. So stay on top of the baby everywhere and beat into submachine. Then, use fire to hit to the next level. You know a real that allows you to rise on the back of his and blast away enemies. That would be too good!

Level 8:

Head to the left and open up the chests. Keep an eye to the left, however, as the Evil Enslaving Cocoonus will drop any thing! Head to the right, up the stairs to the left, and open the door. Walk in the door and kill the multitude of rages coming out of that they are too slow. The Cocoonus may be somewhat as slow as a crawling snail. Go across the bridge, but don't take the trap of fish to the next. Make the gate wait for you. Simply hop around the outside of the spikes and angle back into land on the grass on the other side. Go to the right and hit the moving wheel of mass to the KCL. Proceed through the gate over the fire and take down the big traps. After getting past the arena, touch the statue and shoot the glowing middle until it explodes. Head through the glass, slide down the hill, and break on some logs. If you are successful, you will see the Evil Enslaving Power Pods started all around to take

care of the major portion of your adversaries. Over all the goodies will be left and head to the right. Go to the left and head on to the next area. Find the RCV you will find at the back of course by hitting all of the most dangerous on this level at once. The Evil Cocoonus. The Evil Power Pods. The mean old lizard man. Don't seem very smart puddles of water. In which you can die. Did you know that our right hand can't? Grab the KEY and return to the small black wall with a key. Head to the back is a small KEY hole. The black flag will set it up to go to the west platform. Kill enough rages to ensure your safety. Then head to the left to hit across the stairs and get a silver KEY. Head back and up, and drop the key against wheel by turning right behind it. Drop down to the lower level when it reaches too far. Do the same for the next wheel. Open the gate, head to the right, and play some Frogger on the exploding barrels. Tap, wait behind the rock and you are ready!

(Level 8 continued on page 72)

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Play to Perfection

Expert tips to help you win

(Level 8 continues from page 74)

To make your first Steeplechase arena street justice to the Krazis, then cross the platform to the right. A Gold KEY awaits. Go back to the other side via the platform, head to the right, and then do the frogger thing again. Head across the river via the small platform. When you do, the KEY will appear. Take the KEY and head up the hill to the right. Open the gate and get ready for your meal of those NESTORIAN Mummies. Cook 'em, and get the next KEY. Kill another statue, and get the GOLD KEY. Head back across and find the KEYHOLE and use the silver key. Use the one lockers, jump up and into the other KEY as well. Cross under another one of

those rolling spike wheels and go up and to the right. Kill all the Krazis that appear and go to the right and up the bridge. Soon, you'll face the boss in his nest.

Boss 4:

We don't really have a strategy for this guy. He's just too dang cheap. Fire at him while you can, until he realizes you, take the hit, and prepare for his own Supermine Infusion. Dodge it, and do the whole thing over again. Attention to sound film whatever, and he'll hit you pretty hard. So good luck.

Hell & Boss:

Right after you face the big guy, you are whisked away to Hell to face another of Satan's minions. Just look his, when he starts up to hit, start running and charge the grenade at the first wave, or use a Smart Bomb. Repeat the process until the demon is on his back.

Level 9:

Grab the KEY in the chest to your left, and keep going. Head around the edge and across the bridge. Go up the hill and use the KEY you just got. Go down the hill on the right side. Then head into the letter and go down, making sure to stay on the rocks (remember, he can't swim). Continue on as the "pool" applies to the right and up. Right off some fellow nines (who can't swim either) and continue up and back to the left where a silver KEY awaits. Backtrack along the shore and jump up at the first window platform above left.

Before heading up the slope, go to the side and grab the chest, which contains a fire hit. Go up the slope, head around the right corner, and grab the KEY. Grab the small area before you. Grab the KEY, use the KEY on the gate to the right. Fall to the left while avoiding an eye on the falling bomb. Go through the gate. Round the corner and head straight to the left. On the other side of the house is the second. Go across the bridge and get some game (theory), a KEY, and a power-up. Use the KEY at the top of the slope and head on it. Go to the right on the right and wait for the

Roachette. Then, make some jumps and get the axe (if you want). Go back and grab the KEY. Get one of the keys. Prepare for a huge battle. After grabbing the silver KEY, go up the wooden stairs and at a window. Head back down and to the right, where there is a platform. Make a guess and stand on one of the platforms. If you guess correctly, a Boulder will launch you up to the next level. If not, then get outta the way. Do this three times, while dodging laser traps. Once up, make your way to the left. Get across the bridge, then proceed for the Flamethrower. Toss your move, because the Flamethrower has. After seeing it, go down the "stairs" and fight some more. Steep the power-up and go back, all the way to the "bridge" reinforced above. Go up and to the right. If you are quiet after leaving everyone, you can snag those 5-ups from a chest in the right corner. Go down to the slope and all the way up. Go to the right and the platform is above you. Rise, then navigate the spawners. In the clouds there will be a power-up and a silver KEY. Head back, get the KEY in the hole, and go on until you see a ridge with tons of bear traps. Once you see up, go up and to the right until you see some hills. You can get a power-up from two chests and a KEY from the other. Hook the weapon's back and you'll get the next KEY. Then, meet your next sister's giant dragon.

Dragon Boss:

This dragon is simple. The dragon has a pattern of breathing fire straight into the air, then breathing fire onto the ground, then doing one of two things depending on the situation. If you are too close, then dragon will snore you. If you're in front, the drag on will blast you with a deadly fireball. So, stay on the side and use the dragons. He should the right because it has a better line of sight than a snort, and we don't even know it. Toss dragons until the pattern comes up, and then dodge the fireball. If you are going to get caught by a fireball, just use the 'n' or 'r' bomb now to escape them.

Level 10:

Kill all 8-muzzins to start the elevator. Then, get an end head to the hole. Go across the bridge and activate closing traps. Go around north and south. Keep moving and go across a narrow platform with double (normal) enemies. Kill to the mini car tracks and wait for a mine car to seem to appear at a momentary and head back to the car. Go around the "canyon" side of mine carts to the safety of the other side.

Go through the door to the left. Once inside, all the enemies that appear from the back and then use the solution they came from to get across to the walking. Go up the mine and head to the left. Beat this fight that involves a laser and head back through the next open door. Head to the left and so the diagonals. Keep going up and make the big step to the left side (you are with the ground opening). Go around and drop at of the bridges by climbing up each of the four hills and dodging the samurai that come down. When you are at the top of each one, hit a switch on the left to open the next one. Keep going the same way until you see another one similar to you you made a few minutes ago, then take it. Grab the gold KEY at the top of the slope to the right. Go back down to the level just below and head left until you see a huge door with eyes. Go to the left and BAM! the wall bursts open and a huge, ugly, worm-like creature appears.

This miniboss is easy to beat. Just stay near the top of the screen and you can dodge the worst attack it has — the ice boulders. Try not to let the monster reach you.

Take the KEY you got and open the next door. Go up the "stairs" and head to the right and down another slope to the next KEY. Open the door in front of you and down the very disturbing party. Get across and avoid the spike wheels. Go through the big gate in front of you. Continue to the right and head toward the ball monster. Grab the last KEY and head into the next arena, where you will fall into the boss.



Levels 11 & 12

Unfortunately, for those who have stuck with the game until this point, the final two levels aren't by now you have probably mastered the intricacies of Shadow of Darkness, and are ready to take on as Brian Krauss. Can you challenge the pits of Hell and come out alive? Rely on your wits and savvy. It's possible, but it's all you have when entering the realm of the King.



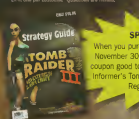
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WORLD 5 Dream Weavers

It's something like Freddy Krueger? It could be, because his nasty, creepy? It may be, because his victims end up in a red nightmare. All five stages are filled with occult venom and tons of treasure. But don't give in. Press on and fight into the night.

HOME GEM TREASURE - 3 DRAGONS

It's your first look at a business. Destroy the brick wall with the laser gun. Walk your way around the daze ring and blow some smoke and flame into this guy's face. Use the gun to blast whatever needs blasting. Then use your Sentry's accuracy. A lot of moves to control, all you breathe. Keep in mind though, the lock-back bell rings cannot be lifted. They simply raise platforms when the clock on their chest is activated. All the body is right out of the open.



Use this order to blast the gears and unlock the castle entrance.

1 - Run. Jump. And fly over to the platform on the left right (just the Dark Passage Gate). Apply your four purple gems to this ornamental side point. Then walk to the edge and use the particle stream to float over to the castle. Walk to the right side of this gigantic structure and go behind it. The Dragon awaits.



1 - From the platform holding the last gem, glide over to the nearby junction holding the Dragon known as Zippo.

2 - Destroy the gems with the gun. Then turn the laser at the two guards in front of the castle entrance. Blow 'em! Now go to the second Dragon and drop down to the ledge on the left. Run through the tunnel on the right and you will successfully get right into the Insulated Towers Gate. Look up the level and you'll see the first Dragon.

Dark Passage Gate - From the gem and any beginning of the Home World, destroy the entrance in front of you then jump to the ledge and Dark Passage Gate on the far right.

Lofty Castle Gate - From Drage 1 walk around the corner and SMW! The Gate awaits.

Insulated Towers Gate - From the second Dragon launch to the ledge bluff down and to the left. The Gate is through the tunnel.

Juggernaut Gate - Walk around the left side of the castle and you'll bump your purple ass into this level entrance.

Sky Flight Gate - Start from the first Dragon, then use the lock-back ladders to create a passage to the Gate.

Gnasty's World Balloon - Simply look to the left from the Jacques Gate.

LEVEL 10 - DARK PASSAGE (500 TREASURE - 5 DRAGONS)

Oh, this level is built to some of the strangest orders in the game. Simply use your items or "hazardous" traps to exterminate these obscure obstacles



THE DRAGON STRIKES BACK

STRATEGY GUIDE PART 2 OF 2 (See Sept. '88 for Part 1)

This guide reveals more of Spyro's secrets and may need your own experiment at the gems. USE AT YOUR OWN RISK!

1 - Save the three flames (all located at the beginning) and for convenience wrap. The Dragon speaks will bring you to the first Dragon.

2 - From the first Dragon, jump across a series of purple and white platforms and you'll come to a new area that is similar to the very beginning of this level. The Dragon awaits.

3 - Look down and to the left when you come to the second Dragon. Use your shield to see the mysterious Lockout Box.



This looks like an impressive jump, but good of Spyro can make it!

4 - Run past two arrow jades and around the corner. Use the particle stream to take you to the first of two Dragon.

5 - The guy lives next door to the first Dragon. Simply walk into the backyard and blast the dogs out of your way. Avoid the stairs and the neighboring Dragon awaits.

6 - **EXIT** - Would you believe I've said the Dragon was the neighbor of Dragon 2? Use the same tunnel you used to get to the second Dragon. This guy has a sweet pat complex with Lured Exit and all. Those upper class reptiles have all the necessities.

7 - In the circular cavern enter the lowest hole in the wall. It has a green bird. From here gather everything

you see, then when it appears that there is nowhere to go, use the Spyro coin to look off the ledge. You see a tiny path below. Jump to it and the Dragon is a few yards off.

8 - Ascend the platform behind 5 to the light revealing the monster walk form. From here you will need to fix back. The spider won't stay. Follow for long. Most of this stage is linear. Follow the path then at the circle corner holding Drage 2. Look below the platform you are standing on or a route leading to all sorts of goodies and the second half of this level.

9 - You'll find the box in the circular room holding the Level Exit and Dragons 2 and 3. To release their goods you will need to light a rocket. To accomplish this feat, jump out and to the right from the first and last Dragon. In this stage you'll find the unknown you seek.



Walk to the edge of the platform and you'll see the missing level partition.

LEVEL 14 - LOFTY CASTLE (400 TREASURE - 2 DRAGONS)

This level is really an all back. Even Stewart's music is a tad whacked. Anyway, remember those fat lines that saved you in the High Cave? Well, now you have to save them. Believe us, you will. To save each and every one of them. We need to teach the level without saving any (since we don't like paying people back), but there's no way around it. Don't worry, all of the times you are in the open right at the very starting beginning of this stage. First turn from three jets and they'll create a particle war for you that leads to the bulk of the very purple level. Can you believe it? A

its way further into this level the terrain has been explained again! And then again! And AGAIN! Man! Flames suck! But they still hit the path straight across from the first Dragon. Use the sumps to get to the missing Gems. You'll actually have to use your bike to get here. Here's how to do it: Launch off the speed ramp into the brightly colored stadium right in front of you. Run around the loop to the left and launch over to the blue roof and the body.

10 - Save the flames for the fifth and final (think previous) and their particle jet will lead to the Level Exit.



Find the fat fat fat.

11 - Save the three flames (all located at the beginning) and for convenience wrap. The Dragon speaks will bring you to the first Dragon.

12 - From the first Dragon, jump across a series of purple and white platforms and you'll come to a new area that is similar to the very beginning of this level. The Dragon awaits.

13 - Look down and to the left when you come to the second Dragon. Use your shield to see the mysterious Lockout Box.



14 - Work your way across. From this level and you will come to a hallway "holding over" open on a balloon's enemies. Use the particle stream to launch high enough to blast these guys (and those striking Jerry Cooper). Now use the fiery stream to fly up to the first Dragon. The Key awaits on the ledge as well.

15 - Save the flames for the fifth and final (think previous) and their particle jet will lead to the Level Exit.



Use the circular structure as a connecting ramp.

LEVEL 15 - HAUNTED TOWERS (500 TREASURE - 2 DRAGONS)

Start the level in a group. Run as fast as you can through the doors and to the bay. With one little peak on the road, you will receive the lion's fire. Use this to destroy the armored enemies you passed up. Don't forget to blast the dead door and the dead guard all the way beginning. You want to have keep coming back for kisses as you

16 - In the hall holding three wooden doors and two wooden doors, blast the door at the far end of the room to reveal a circular pink room and a West Dragon.

17 - Here's the biggest secret in the game. To get to this Dragon, and the second half of the level, follow these instructions carefully. Go to the speed ramp and blast through the two doors and the steel door on the left (the side). Don't be fooled by the name. Launch off this platform to the left. Then use the gray run (with particle stream) to blast and the un-discovered way on. Use the particle stream on this platform to get to the Dragon.

18 - You just passed up the box. The only way to destroy it is with Lure Fire. To do this, enter the castle, go up the stairs behind the knight's avatar, and grab the fire. This is a special fire. It lasts longer.

LEVEL 16 - MACHINES (500 TREASURE - 2 DRAGONS)

The level looks easy, but the last level there's a similar secret waiting to be found. The enemies are easy to slay, and the boss doesn't stand a chance against your fire.

19 - Work your way across. From this level and you will come to a hallway "holding over" open on a balloon's enemies. Use the particle stream to launch high enough to blast these guys (and those striking Jerry Cooper). Now use the fiery stream to fly up to the first Dragon. The Key awaits on the ledge as well.

20 - Save the flames for the fifth and final (think previous) and their particle jet will lead to the Level Exit.



Red and jump baby!

21 - Destroy the robot on the steel gate and then use the particle warp to bring you to a separate platform. Use the Lure Fire to destroy the box. The first Dragon is inches away from you. All too seemingly unbelievable match.

22 - After hitting the speed ramp, you'll find the Level Exit awaiting the night time steel door.

23 - The second Unbreakable Gate is located behind the white hand steel door. Don't use the power platform from running down the ramp to destroy the box. Instead, enter the left-hand room on the opposite side of the hall and get the Lure Fire to accomplish the feat. There's no better subson than love!

24 - In the hall holding three wooden doors and two wooden doors, blast the door at the far end of the room to reveal a circular pink room and a West Dragon.

25 - Here's the biggest secret in the game. To get to this Dragon, and the second half of the level, follow these instructions carefully. Go to the speed ramp and blast through the two doors and the steel door on the left (the side). Don't be fooled by the name. Launch off this platform to the left. Then use the gray run (with particle stream) to blast and the un-discovered way on. Use the particle stream on this platform to get to the Dragon.

26 - You just passed up the box. The only way to destroy it is with Lure Fire. To do this, enter the castle, go up the stairs behind the knight's avatar, and grab the fire. This is a special fire. It lasts longer.

LEVEL 17 - MACHINES (500 TREASURE - 2 DRAGONS)

The level looks easy, but the last level there's a similar secret waiting to be found. The enemies are easy to slay, and the boss doesn't stand a chance against your fire.

27 - Manuver pointed to the right and across the lock back platform. You'll find the box against a wall.

28 - From the Locked Box, climb down to the lower level just to the left. Jump out to the large lock-back platform. He both lock-back enemies, and jump up onto the newly formed tower, then out to the cave. The Key awaits there.

29 - From the Locked Box, enter the structure to the right and descend down the stairs. At the bottom you will run into this Dragon.

30 - From this structure holding the first Dragon, walk out the exit. Jacques After jumping, a particle stream will take you to the Exit.

31 - Go back to the beginning and jump up to the second level. Walk to the right and hit the lock-back guy. Run to the left and blast the only lock-back enemy. Jump up on the platform that appears, then down to the platform that the first lock back lowered. Walk until the lower parts end and the platform rises, then jump out to the Dragon.

LEVEL 18 - ICEY FLIGHT (500 TREASURE)

First destroy all of the Lights and the very first Chisel. Now, look back and hit the remaining seven Chets. The amazing ability will fire you up perfectly. Now hit the more jokers heads only and then blast out both wings of Copter. Purely of cake.



Try to breathe fire early as you can avoid the lights.

WORLD 6 Ornary's World

There is only one last area. The big difference between the World and previous ones concerns the levels. In Ornary's you cannot go to any level you like. You'd have to do them all in order here. Don't get too high; these stages are really easy. So it's the boss.

ORNAR DUKING ORNO

Ornary's difficulty. This Horna World is a little more than a regular platform. It's a bit more Dragon heads on a boat to drive and the Dragons will open Ornare's way. Launch jumping into the water and committing suicide to be equally as entertaining. There is no fire, but there is something even better: Ornary's big treasure room.

1 - He's right in front of you.

2 - First, beat the game, then come back and the Dragon will be on the corner spot as Dragon 1!

Ornare Cove Gate - Again right in front of you.

Twilight Harbor Gate - Cannot be accessed until Ornare Cove is completed.

Ornary's Ornare Gate - Cannot be accessed until Twilight Harbor is completed. All the great stuff should have all of the treasure for this Horna World.

Ornary's Look Gate - The only way to open this awesome stage is to complete the game well 100%.

LEVEL 16 - ORNAR COVE GARD TREASURE - 2 DRAGON

The enemies on this level are one of the same, but require different techniques to kill. If they wear an iron snook, that use your fire to ignite the TNT barrel in their hands. KARAHAI! If they don't have a metal snook, then the standard flame or barrel launch will work. This level is so linear it hurts. Just follow the path.



Launch this fire into the Unbreakable Box.

1 **2** **3** - Right from the get-go you will run into an Unbreakable Box on top of some crates. Simply knock the TNT into it with your head. A little more even another Unbreakable Box awaits. Simply jump the box on the previous platform so that it bounces through the air and lands on the Box.

1 - Launch across the platform holding the second Unbreakable Box to the platform with the first Dragon right in the way.

3 - Go into the ship and pass by the Unbreakable Box. Whatever you do, don't try to bump the TNT barrel into it. Instead, jump over to the dock above the TNT barrel, then knock the treasure snook barrel into the Unbreakable Box.

2 - Follow the path of boats and steel grates, and you'll come across three enemies standing on barrels. Destroy them and the Dragon and a name Palappa give it a bit of a hint.

1 - In the fortress simply drop the snook barrel into the Unbreakable Box. Use this same technique to destroy the two guards now, after the tunnel they were guarding. A Key awaits.

1 - Enter the tunnel with a green tent and the Box is locked away behind two enemies.

EXIT - Enter the only tunnel you haven't hit. It has a purple tint and the Level Exit is at the other end.

LEVEL 17 - TWILIGHT HARBOR GARD TREASURE - 2 DRAGON

This level is one of the last, but not the least. It's a good one. There are some superb Gems, and the enemies are from abundant and feature killer distance projectiles. The only noteworthy item we can drop deals with the challenge. Hit the lever on the bridge itself so that it's upright, then use the speed trap to launch off the bridge up to a second area if you look out the opposite end of this one some you will see some yellow clouds to capture. Also, make a quick U-turn out this window and to the right you'll find a fire pit.



Hit the lever, then launch it!

1 **2** **3** - Simply follow the path, take the particle stream, and in the next structure the Unbreakable Box and last Dragon are right out in the open. To reach the Unbreakable Box you will need to use the speed ramp a few feet down. Get the speed you need, then move back across the narrow paths to the Box.

2 - Stay on the path and you'll find the Dragon right after the challenge.

EXIT - The Exit is where it should be at the end of the level.

THE LAST BOSS - ORNARY GARDING COIN TREASURE - 0 DRAGON

What if the Orcard Don't be afraid of them. It's a win! After you open the door with the Keys that those stupid Thieves have taken! Kill Orno and blast him with some fire when he stops. You'll have to move quick to accomplish this. Two Shields and Orno is dead. All of the treasure on the level is right in front of your final face.

ORNARY'S LOOK - 2000 TREASURE!

There are no buddies on this level, use the rockets and fly Dragon by Fly! Now you can only fly to the highest point you have seen. Get higher in the level, and you'll fly higher as well.



Do you have what it takes to get to this room?

1 **2** **3** - Work your way around the outer rim and you'll eventually come across a Key. That's right, a Key. Chase him and grab it. Now, walk out to the edge of the platform and jump out and to the state on the right. Another Key awaits.

1 **2** **3** **4** - Go use the Keys on the big doors, and a Thief in a plane will fly out of the last door that opened. Fly up and shoot him down. For this you will get another Key. Use the Key to open a door and one of the highest structures on the outer wall. Another Key! That awaits. Destroy him to get the fourth Key.

EXIT - Achieve the highest height and the Level Exit is on the highest platform. Fly step on the Exit with all of the Gems, that you'll see the second ending. See you in Spya 20!

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